

5.4 THE TITAN LEGIONS

The following section provides information that will allow you to use Imperial Titans in your games of Epic. Titans can be used in support of Space Marine and Imperial Guard armies, and will have the same strategy rating as the army they are supporting. All Titan formations have an initiative rating of 1+.

A Titan is a gargantuan land-battleship powered by advanced technology. Its armoured carapace is capable of withstanding heavy damage, whilst its armaments can level whole cities. The Titans are one of the most potent weapons in the arsenal of the Imperium. When the Emperor led mankind on the Great Crusade the Titan Legions of the Adeptus Mechanicus marched alongside the Space Marines. As the Imperium expanded the Adeptus Mechanicus took many worlds for themselves, planets which they settled and turned into the Mechanicus Forge Worlds. These became the bases for the Titan Legions throughout the galaxy.

Titan's are manufactured on almost all of the Forge Worlds in the Imperium. Most are built to a standard design that is known as a class. For example, the Warlord and Reaver are both different types of class of Battle Titan. Over the millennia each Forge World has slightly modified the design of the Titans they build to suit local conditions and design facilities. Thus a Reaver class Titan built in the workshop's of Mars will be slightly different to that built on the Forge World of Lucius, and so on. Because of this each Titan has a 'pattern' that defines the Forge World where it was built. A Lucius Pattern Reaver class Battle Titan would have been built on the Forge World of Lucius, for example.

The different patterns of Titan can be armed with different pre-determined combinations of weapons, which is known as the Titan's weapon configuration. Titans normally have multi-configuration weapon mounts that allow them to interchange weaponry easily. This theoretically allows a Titan to arm itself



WARLORD CLASS BATTLE TITAN

Warlord Princes and their crews have such an unswerving faith in their gigantic war machines and the Emperor that they stride out unafraid onto the battlefield in the belief that nothing can stand against them. In

most respects they are correct for there are few War Engines

with the ideal weapon combination for every terrain type and opponent. However, this is rarely the case as most Titan crew quickly develop a taste for a specific weapon configuration and then stick with it.

with the exception of those of the alien Eldar and the Traitor Titan Legions that can project as much power as that of the Warlord. Lords of the battlefield though that they may be, on Armageddon the Titan Legions suffered casualties not seen since The Horus Heresy and the Siege of the Emperors Palace. However, when Princeps Kurt Mannheim detonated the reactor of his Warlord Steel Hammer killing himself and a half dozen Gargants, he delivered a powerful message to Ghazghkull that the Titan Legions would never rest whilst a single Ork lived to taint Armageddon's soil.

WARLORD CLASS BATTLE TITAN Mard pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	15cm	4+	2+	3+
Weapon	Range	Firepower	Notes	
2 x Turbo-Laser Destructors	45cm	4 x AP5+/AT3+	Fixed Forward Fire Arc	
Gatling Blaster	45cm	4 x AP4+/AT4+	Forward Fire Arc	
Volcano Cannon	90cm	MW2+	Titan Killer (D3), Forward Fire Arc	

Damage Capacity 8. 6 Void Shields. Critical Hit Effect: The Warlord's plasma reactor has been damaged. Roll 1D6 for the Warlord in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Warlord, on a roll of 2-3 the Warlord suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes any units within 5cms of the Warlord will be hit on a roll of 4+.

Notes: Fearless, Reinforced Armour, Thick Rear Armour. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

SPECIAL RULE: IMPERIAL VOID SHIELDS

Imperial Titans are protected by void shield generators. The number of void shields each Titan has is noted on the Titan's datasheet.

Each void shield will automatically stop one point of damage and then go down. Do not make armour saves for damage stopped by void shields, and no Blast marker is generated. Once all of the shields have been knocked down the Titan may be damaged normally and you may make making saving throws against any hits that are scored. Hits from close combat ignore void shields but units using their firefight values must first knock down any shields before they can damage the Titan.

Void shields that have been knocked down can be repaired. Each Titan can repair one downed void shield in the End Phase of each turn. In addition if a Titan regroups it can use the dice roll to either repair Void Shield or remove Blast markers (i.e. if you rolled a '2' you could repair two shields, remove two Blast markers or repair one shield and remove one Blast marker.)



REAYER CLASS BATTLE TITAN

The Reaver class Battle Titan pre-dates even the mighty Warlord, the date of its original manufacture only known in the deepest sealed archives on Mars and to a handful of Techno Mago in the Titan Legio's. Lighter armed and slightly smaller than the Warlord, the Reaver is better suited to supporting armoured assaults and breaching enemy strongholds. With a carapace mounted multi-launcher the Mars pattern Reaver sends salvo's of heavy missiles streaming at the distant enemy before pinpointing their armour with powerful Turbo-Lasers. Having only slightly fewer void shields

than the Warlord it is usual for Titan Battlegroups to field a number of both classes. Due to its age and heritage, the Reaver is slowly becoming a testimony to the power and grandeur that the Imperium of mankind once held. Because of this each Reaver is an ancient artefact valued beyond measure, the loss of which is a sore blow to the followers of the Machine God.



REAYER CLASS BATTLE TITAN Mard pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	20cm	4+	3+	3+
Weapon	Range	Firepower	Notes	
2 x Turbo-Laser Destructors	45cm	4 x AP5+/AT3+	Forward Fire Arc	
Rocket Launcher	60cm	2BP	Fixed Forward Fire Arc	

Damage Capacity 6. 4 Void Shields. Critical Hit Effect: The Reaver's plasma reactor has been damaged. Roll 1D6 for the Reaver in the end phase of every turn: on a roll of 1 the reactor explodes destroying the Reaver, on a roll of 2-3 the Reaver suffers one more point of damage, and on a roll of 4-6 the reactor is repaired and will cause no further trouble. If the reactor explodes any units within 5cms of the Reaver will be hit on a roll of 5+.

Notes: Fearless, Reinforced Armour, Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.



WARHOUND CLASS BATTLE TITAN

Amongst the ruins and burned out shells of once great buildings is the hunting territory of the Warhound Scout Titan. Smaller than either of the two Battle Titans, the Warhound is both faster and more agile, traits ideally suited to urban warfare. Hive Infernus, shattered and open has been a contested no-mans land since the start of the war and although the Imperium once again holds the Hive City, the outer factory districts and habs have remained a dangerous habitat of hidden ambushes and entrenched armour. are

Vigilantly patrolling these sectors are the Warhound Titans of Legio Ignatum and Legio Tempestor. Their patrols have managed to keep the Orks at bay and supply routes into the north of the Hive free from attack. With the risk of Ork forces growing in the region for a counter-offensive, the Warhounds are currently the only loyal forces standing between Infernus and a renewed siege.



WARHOUND CLASS BATTLE TITAN Mars pattern, Standard Weapon Configuration

Type	Speed	Armour	Close Combat	Firefight
War Engine	30cm	5+	4+	4+
Weapon	Range	Firepower	Notes	
Vulcan Mega-Bolter	45cm	4 x AP3+/AT5+	Forward Fire Arc	
Plasma Blastgun	45cm	2 x MW2+	Slow Firing, Forward Fire Arc	

Damage Capacity 3. 2 Void Shields. Critical Hit Effect: The Warhound is caught off-balance and staggers. Move D6cm in a random direction. If this move takes the Warhound into impassable terrain or another unit it can't move over then it stops when it contacts the obstruction and suffers an extra point of damage. If it staggers into or over any units then they will take a hit on a D6 roll of 6+ (make saving throws for the units normally).

Notes: Fearless, Reinforced Armour, Thick Rear Armour. Walker. May step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide.

